

ICE UNIT A ~ AS IS

Row

EACH
WHITE
BLOCK =
ONE BUNK.

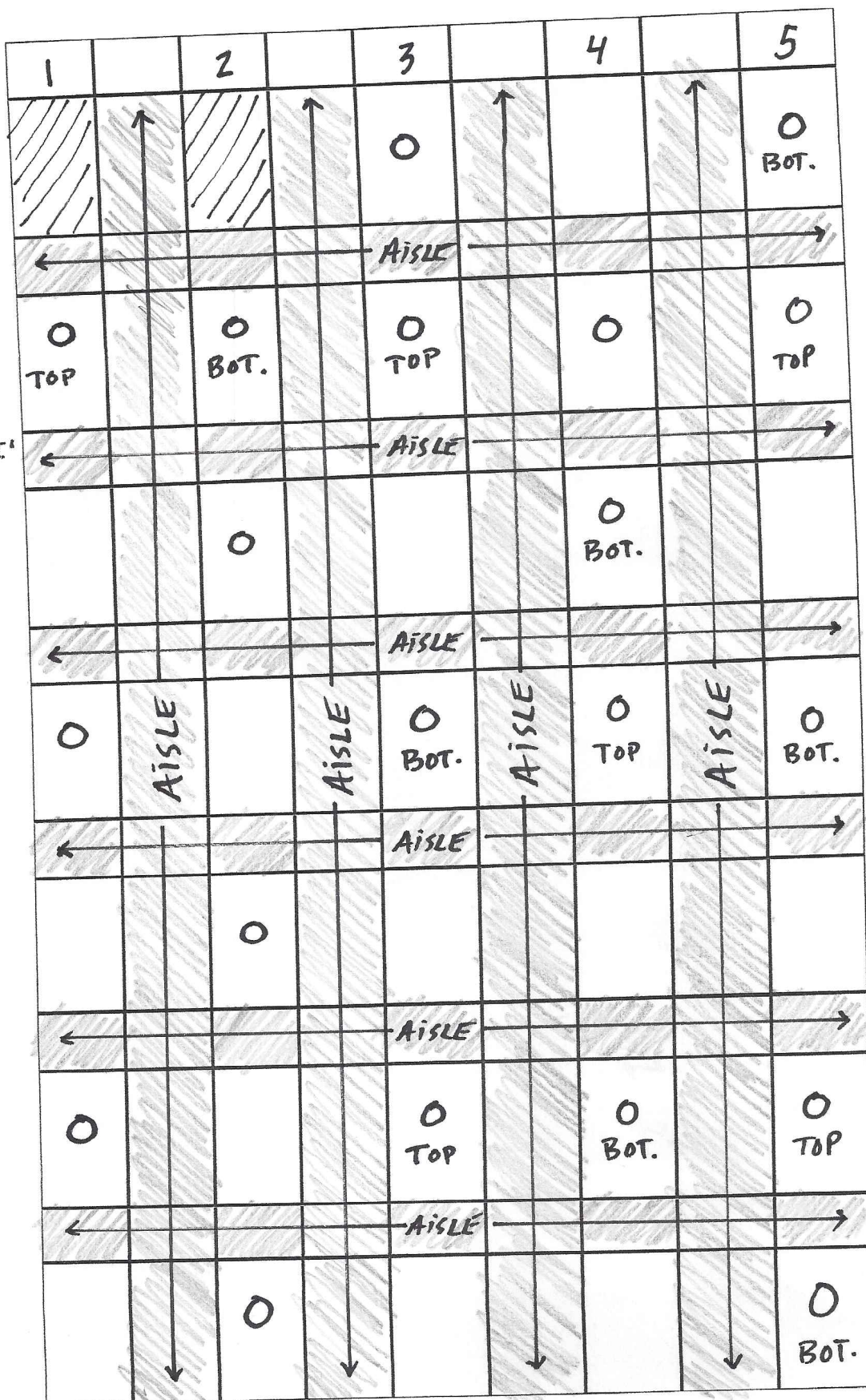
"X"
INDICATES
ONE OCCUPANT.

1		2		3		4		5
				X				X X
				AISLE				
X								X
				AISLE				
X				X				X
				AISLE				
X	AISLE		AISLE		AISLE		AISLE	X
				AISLE				
X				X				X
				AISLE				
X								X
				AISLE				
X				X				X X

ICE UNIT A ~ IDEAL

Row

"O" =
one occupant
"TOP" = top
bunk only is
occupied, "BOT."
is bottom only
is occupied.



ICE UNIT Bv AS IS

Row

TWO "X" MARKS INDICATES TOP AND BOTTOM BUNKS ARE OCCUPIED.

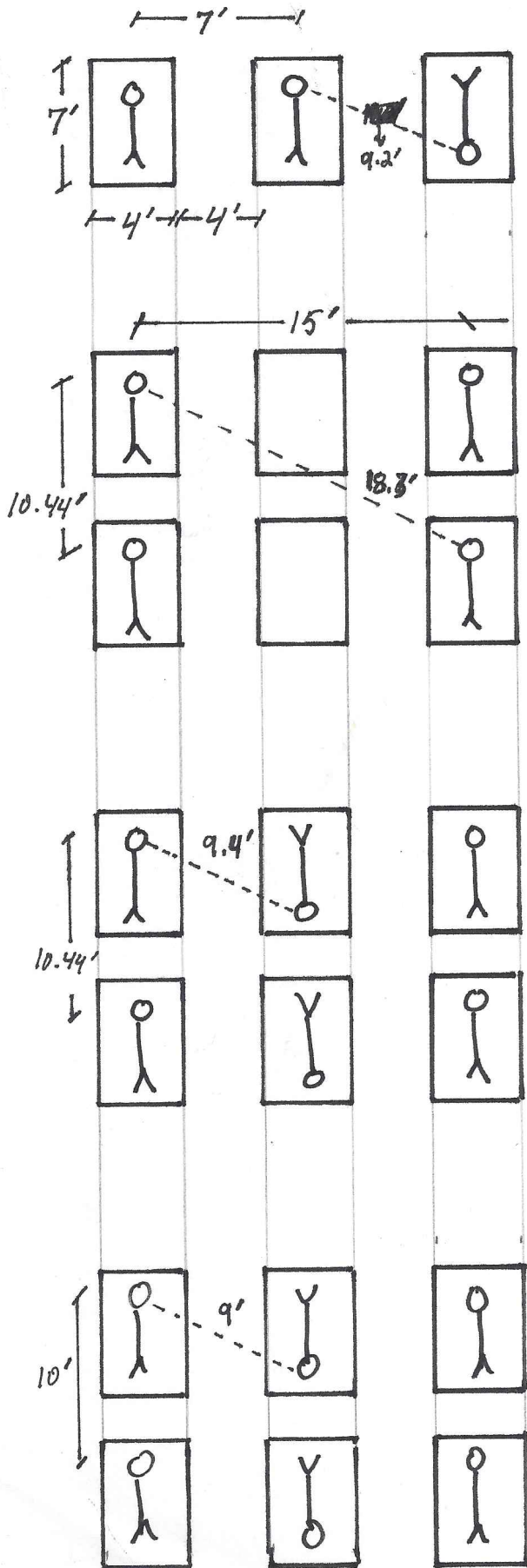
1		2		3		4		5
X X				X X				
				AISLE				
X X				X				X
				AISLE				
X X				X				XX
				AISLE				
X X	AISLE		AISLE	X	AISLE		AISLE	X
				AISLE				
X X				X				X
				AISLE				
X X				X				X
				AISLE				
X				X				X

ICE UNIT B ~ IDEAL

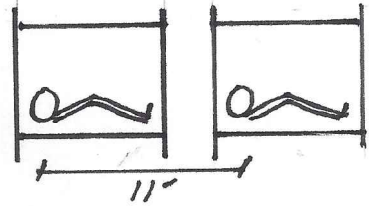
Row

1		2		3		4		5
O TOP		O BOT.		O BOT.				
				aisle				
O BOT.		O TOP		O TOP		O BOT.		O TOP
				aisle				
O TOP				O BOT.		O TOP		O BOT.
				aisle				
O TOP	aisle	O BOT.	aisle	O TOP	aisle	O BOT.	aisle	O TOP
				aisle				
O BOT.				O BOT.		O TOP		O BOT.
				aisle				
O TOP		O BOT.		O TOP				O TOP
				aisle				
O BOT.		O TOP		O BOT.		O TOP		O BOT.

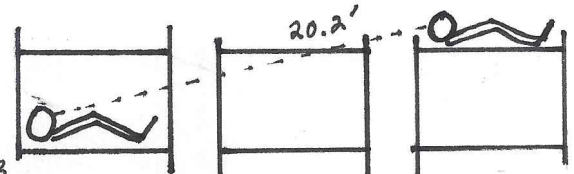
— ICE UNITS A & B ~ DISTANCES —



SCENARIO A
(same level, top to top
or bottom to bottom)

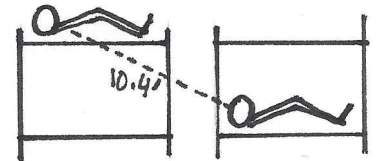


SCENARIO B
(every other row)
alternate top &
bottom within row



NB: This is if every other
bunk is occupied within
a row, and top and
bottom alternate.

SCENARIO C
(every row, alternate
top & bottom)



SCENARIO D
(every row, same level
both top & bottom
occupied)

